

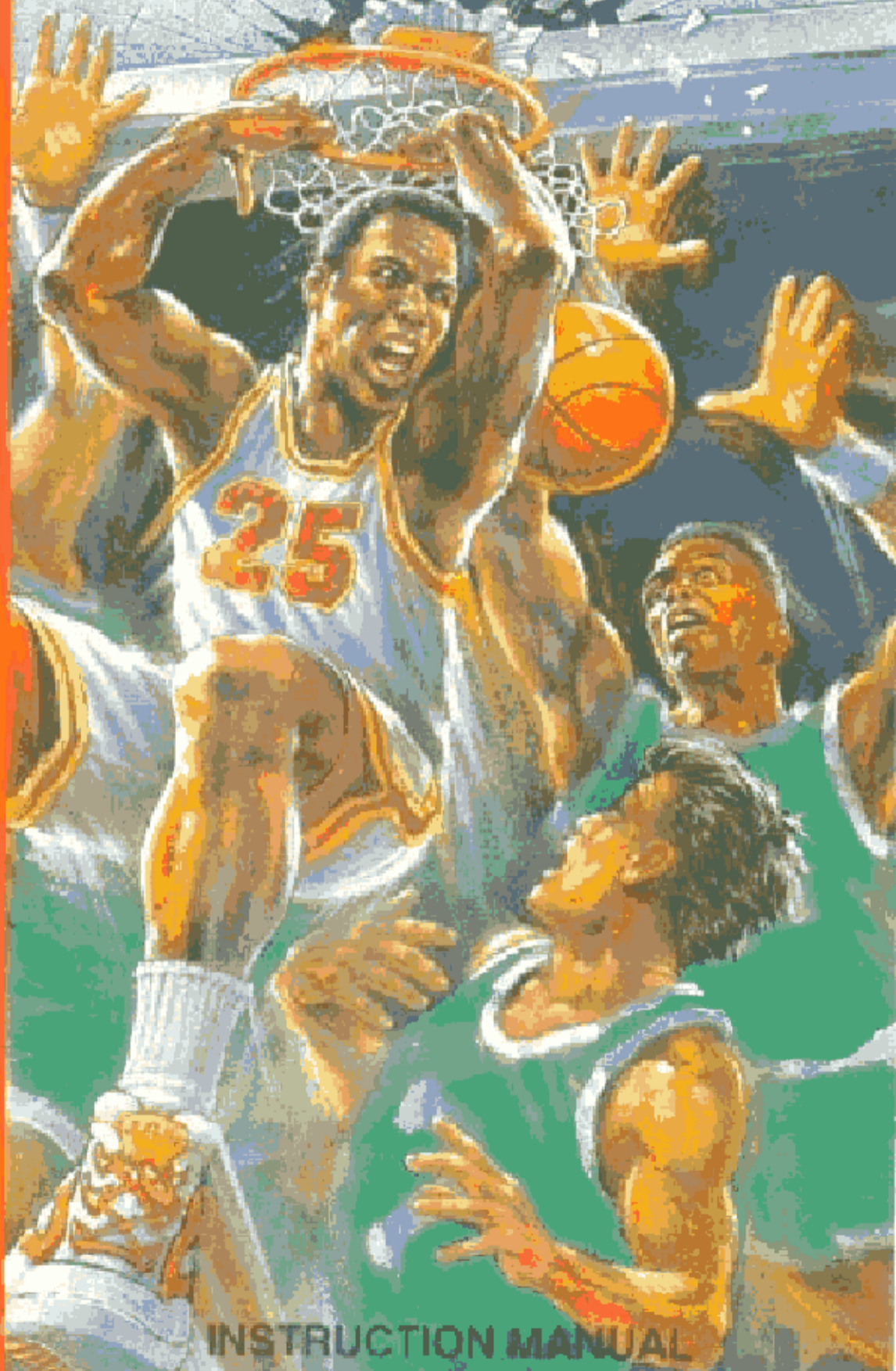
SEGA

KONAMI

DOUBLE DRIBBLE[®]

THE PLAYOFF EDITION[™]

SEGA
GENESIS



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM





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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

Handling your cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

AtariGuide

Congratulations!

You are now the proud owner of **Double Dribble: The Playoff Edition**. Any hoopster worth his weight in gym socks will tell you that you have to know the fundamentals before you master the game, so we suggest that you read this instruction booklet before you begin playing. Remember, your best offensive weapon on the hardwood is your brain. When a 300-pound center stands between you and the hoop, you'll need to know how to use the controller to do an in-your-face windmill dunk. Otherwise, you'll be eating that roundball for lunch.

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You got skillz?

Okay, so maybe Dr. Naismith didn't envision gorilla dunks, lightning-quick no-look passes, crossover dribbles and devastating defenses. He couldn't have imagined—as he attached those legendary peach baskets to poles—mega-millionaire players with huge commercial endorsements, their own restaurants and record albums bringing this game to international prominence. But it happened. Now you've got stadiums rockin' with the thunder of stomping feet and screaming fans and laser light shows. It's no rock concert, and the stars of these shows don't play guitars.

Imagine a guy weighin' over 220 lbs., standing 6'3"—and he's the *smallest* player on a team. The big guys are 7', 280+ pounders with body fat percentages smaller than your shoe size, and when they come running down court, you better move it! They'll run over you and dunk the ball and then trot by you with a smile. They live life in the low post. They believe the only high exists above the rim. They have what it takes to be champions, and they'll tell you about their "skillz" as they zip past your weak screen, steal the pass and head down the court to a thunderous finishing 360°, double-pumpin', rim-breakin', dunk-alicious jam. They'll bring their sneaker endorsements and trash talk and movie roles and flashy dribbles and TV talk show appearances and they'll throw it all in your face and say: "I'm your wake up call, rookie."

Are you ready?

It's time for the real action

Double Dribble™ puts you in the playoffs, where the battle for a national title is on the line. You've got a chance to test your game against teams from the other big league cities and see if you have what it takes. Play through the playoffs by yourself, or use the Sega™ "Team Player" adapter(s) to take on up to seven more players in a game.

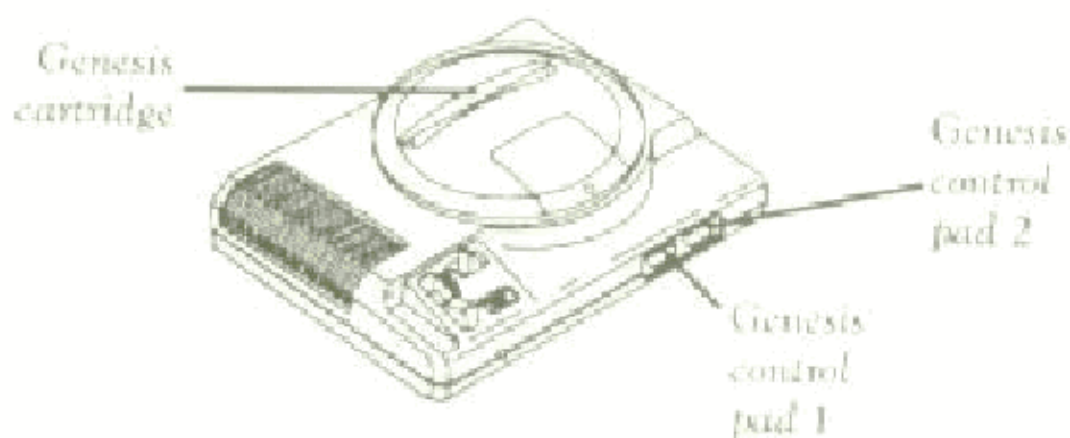
We've put together 192 players with different shooting, ball-handling, stealing, speed, power and stamina ratings. They have what it takes to do the job, if you have what it takes to control them.

Controls

This game is for 1-8 players.

For a single player, plug the control pad into Control Port 1.

For two players, plug the control pads into Control Ports 1 and 2, respectively.



For 3-4 players, a Sega Team Player™ is required. For 5-8 players, two Team Player™ adapters are required.

Basic controls

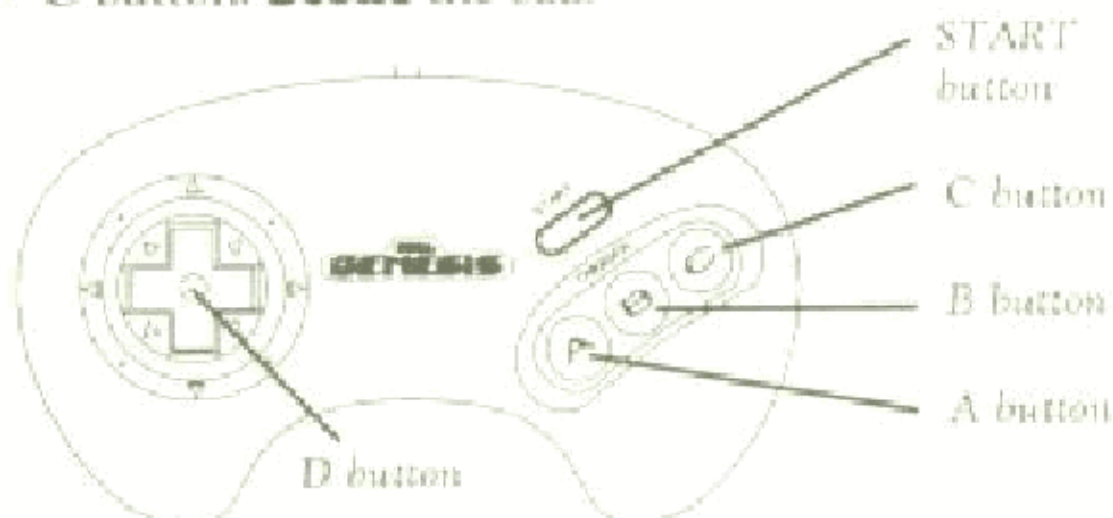
- Direction button (D button): Use to move around the options.
- A,B,C or START buttons: Press to enter selections.

Player controls—Offense

- D button: **Move** player; fix **pass direction**.
- A button: Press to jump, release to **shoot**. Before shooting, press again quickly to pump-fake or dunk.
- B button: Press to **pass**, or press & hold to keep a player moving in his current direction, then release to pass in the direction of the D button.
- C button: Press in mid-air to shoot or dunk.
- START: Press to pause (and call TIME OUT or EXIT).

Player controls—Defense

- D button: **Move** player.
- A button: **Block** a shot.
- B button: **Change** a player.
- C button: **Steal** the ball.



How to start

When the title screen appears, press either the A, B or C button on the 1-Player control pad. When the game selection screen appears, choose the mode with the D button, and accept it with the A, B or C button.

PLAYOFF: Tournament mode. Single player only.

EXHIBITION: Exhibition game for one or two players.

MULTI-PLAY: A hoopfest for two to eight players!

SETUP: Change game settings.



How to play

The toss-up

The game starts with a jump ball at center court in the center circle. The highlighted player on your team is the player you control. After the toss, gauge your timing and press the A button to jump. You'll want to hit the ball when it's at the peak of the toss.

Offensive controls

Move your highlighted player with the D button. The player will automatically dribble the ball. Press and **hold** the B button to lock the movement of the player. You can then use the D button to aim your pass. Release the B button to pass the ball. If more than one of your teammates is in the direction of the pass, the closest guy will take the pass.

Shooting

Press the A button and release to shoot the ball.

Tap the A button twice to do a windmill jam or a double clutch shot (effective to fake-out or get past a defender).

Dunking

By moving the D button while in the air you can perform a variety of dunks. See how many super dunks you can pull off!

Time-outs and substitutions

Press the START button to call a time-out. You can only do this when your team has the ball. You are allowed two time outs per quarter.

To make a substitution (you must call a time out first), select a player you want to take out of the game by using the A button. Select your replacement player by using the A button again. The two players will switch places.

If you select EXIT, the game play resumes.

Defensive controls

When your team is not in possession of the ball, your team takes a defensive stance. You can't make player substitutions. Change the player you want to control by pressing the B button.

Pause the game

Press the START button.

Blocking a shot

Use the A button to jump and block a shot.

Stealing the ball

Press the C button. Your best chance at stealing is when you are facing your opponent straight on.

The end of the game

The statistics are displayed at the end of each quarter. Push the START button to start the next quarter. After all four quarters have been played (and one team has won—a tie results in overtime) the game results appear.

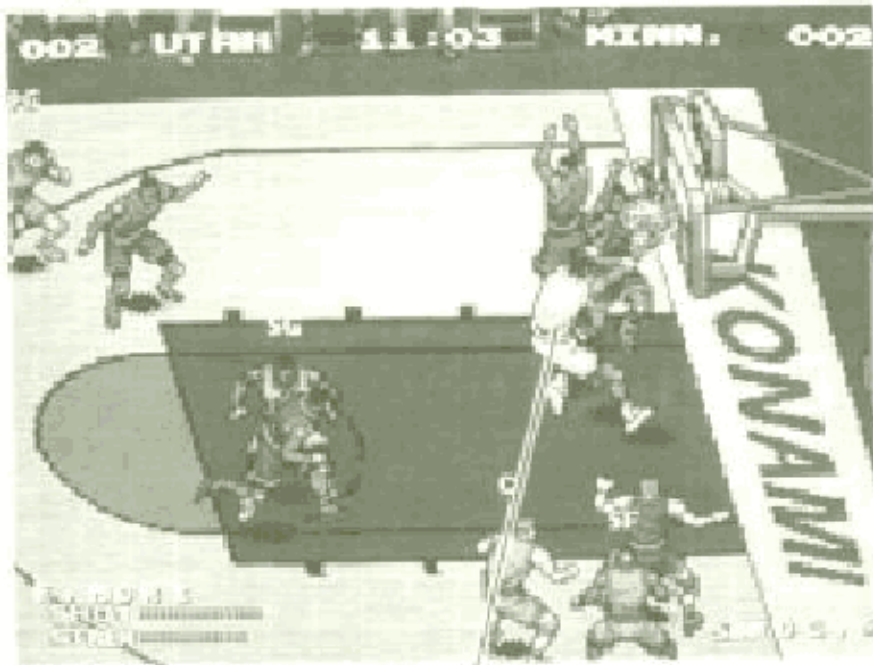
In Playoff mode, a password is displayed from the semifinals on.

Screen view

score of team
attacking basket
on right

time
remaining

score of team
attacking basket
on left



shooting ability
and stamina of
player with ball

player

shot timer

Playoff mode

In single player mode, you select a team from among the 16 teams in the league, then play in the tournament against the other teams.

- The first round consists of a best-of-five series (the first team to win three games wins the series).
- The remaining rounds are best-of-seven (first team to win four games).



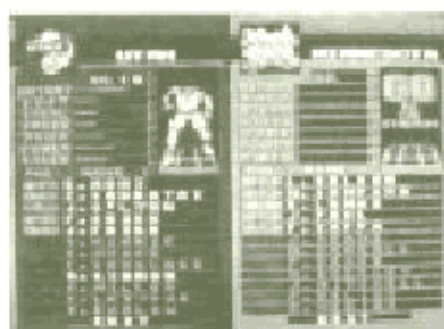
From the beginning

1. At the game select screen, use the D button to select PLAYOFF and press the A, B or C button to accept your selection.
2. At the PLAYOFF screen, press the START button.
3. The PLAYOFF TREE screen appears. Select a team (with the D button) and accept your selection with the A, B or C button.



4. Next, the **PLAYER SELECT** screen will appear. Choose your team players by highlighting a player with the **D** button. Press the **A** button to select that player, then highlight another player with the **D** button. Press the **A**, **B** or **C** button again to swap the two players.

Repeat this until you are satisfied with your starting lineup.



Player abilities

HEIGHT: Height

SHOT: Shooting ability

STEAL: Ability to keep or steal the ball

SPEED: Running speed

JUMP: Jumping strength

POWER: Pushing and shoving strength

STREN: Stamina and physical conditioning

5. At the end, select **EXIT** to end player selection and start the game.

P

asswords

From the semifinal on, a password is displayed at the game results screen. Record this password and enter it the next time you play to continue from this point.



1. Choose **PASSWORD** at the **PLAYOFF** screen. Choose a letter using the **D** button, and enter it with the **A**, **B** or **C** button. **[INS]** inserts a space between letters and **[BS]** back spaces to erase a letter.

2. When you are done, choose **END** and the game will begin.

NOTE: When using the password entry, a different winning team may be your opponent. You are saving your position in the tournament standings, not the positions of all the teams in the tournament.

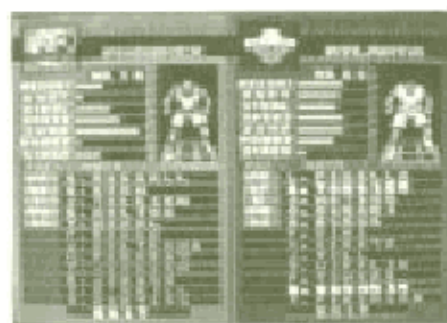
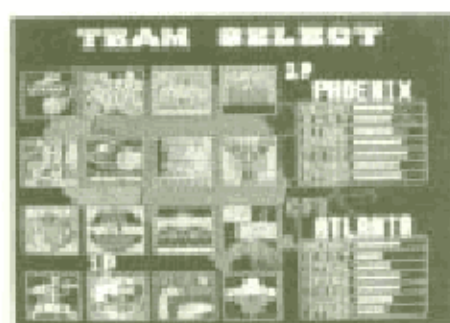
Exhibition mode

This is a one-game mode against a specific team, either against the CPU or head-to-head with another player.

1. At the GAME SELECTION screen choose EXHIBITION.
2. At the VERSUS MODE screen choose either MAN VS COM to play against the CPU or MAN VS MAN to play against another player, then press the A button to enter.



3. At the TEAM SELECT screen, set the 1P (1st player) team first, then the CPU's team (for 2 players, use the 2P controller).



4. At the PLAYER SELECT screen, choose the starting lineup for your respective team.
5. When you are done with the above steps, select EXIT and the game will begin.

Multi-play mode

Teams are divided into East and West, and from two to eight players can join in. (For three or more players, the Sega Team Player™, sold separately, is required. For five-eight players, plug the second adapter into Control Port 2.)

1. At the GAME SELECTION screen choose MULTI-PLAY.
2. At the JOYPAD ENTRY screen, use the A, B or C button to lock in the number of players.

After confirming, press the START button.



3. After all the players have entered, they can each select which team (EAST or WEST) they want to play on with the D button.

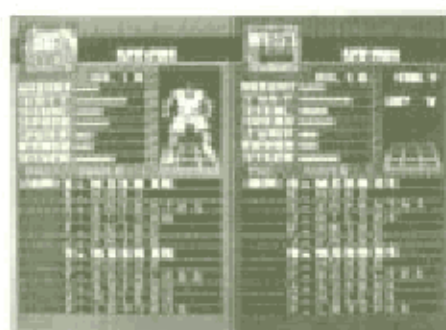


Note: In Multi-play mode we have allowed you to play a "1-on-1" game, but this game was not created with one-player teams in mind. Multi-play games should be played with at least 2 players per team to maximize the fun!

The message "Really OK?" will appear. Press the START button again to accept your team. Press any other button to cancel and select teams again.

Each team must have at least one player but no more than five, otherwise, an ERROR message will appear and you will have to do it again.

4. The player selection screen appears next. Select your players here.



Press left/right on the D button to select a team, and then up/down to choose players. Enter your selection (any player in the league) with the A button.

Players 2-8 should use the same method of selection.

5. When all team members have been chosen, a "Y" appears. Press left/right on the D button to toggle between "Y" and "N". Press the A, B, C or START buttons to confirm.

If you have no more changes to make and everything is okay, choose "Y". If any of the players choose "N", the team player settings are canceled and you must start again from step 4.

Once all players select "Y", the game will start.

Setup mode

Change rule settings before play or arrange tournament teams in the Playoff mode.

Rule select

At the SETUP screen, choose RULE SELECT.

The configuration screen will then appear:



- **ACTION MODE:** In ARCADE mode you play a more exciting, powerful game of hoops because the fouls are turned off! In NORMAL mode you play the game with the fouls turned on.
- **QUARTER TIME:** Set number of minutes per quarter.
- **SHOT TIME:** Set the shot clock.
- **BGM MODE:** Choose music or real game sounds.
- **BGM TYPE:** Choose stereo or mono playback. For hardware that cannot use stereo, select MONAURAL.
- **EXIT:** After you have the settings the way you want them, select this to return to the title screen.

Playoff edit

At the SETUP screen, choose PLAYOFF-EDIT. The TOURNAMENT tree screen will appear.



Use the D button to move the cursor. Press the A, B or C button to select a team to move.

Next, select the team you want to swap and press the A, B or C button again.

Repeat this procedure to set up the tournament tree however you like.

Press the START button and the tournament structure will be set.

Finally, select playoff and the game will start with your revised tournament tree the way you set it up.

About the rules

Shooting

There are three types of shots: three-point field goals, regular field goals (worth two points) and free throws (one point).

Three pointers

If a shot is attempted and made from behind the three-point line (a.k.a. "downtown"), the basket counts for three points.

Field goals

All other shots attempted and made from inside the three-point line are worth two points. These are normal field goals. Most points in a game are scored inside this area.

Free throws

If a player on one team commits a foul against a player on another team, then the man who was fouled gets a free throw at the basket. He stands behind the free throw line and takes his shot without interruption from the other players.

Statistics screen

Displayed at the end of each quarter.

SCORE: Points a player has scored

REBOUND: Number of rebounds

BLOCKS: Number of blocked shots

FG: Number of field goals made/number attempted

FG%: Field goal completion percentage

DUNK: Number of dunks made

3 PT: Number of three pointers made/attempted

3 PT%: Three point completion percentage

FT: Number of free throws made/number attempted

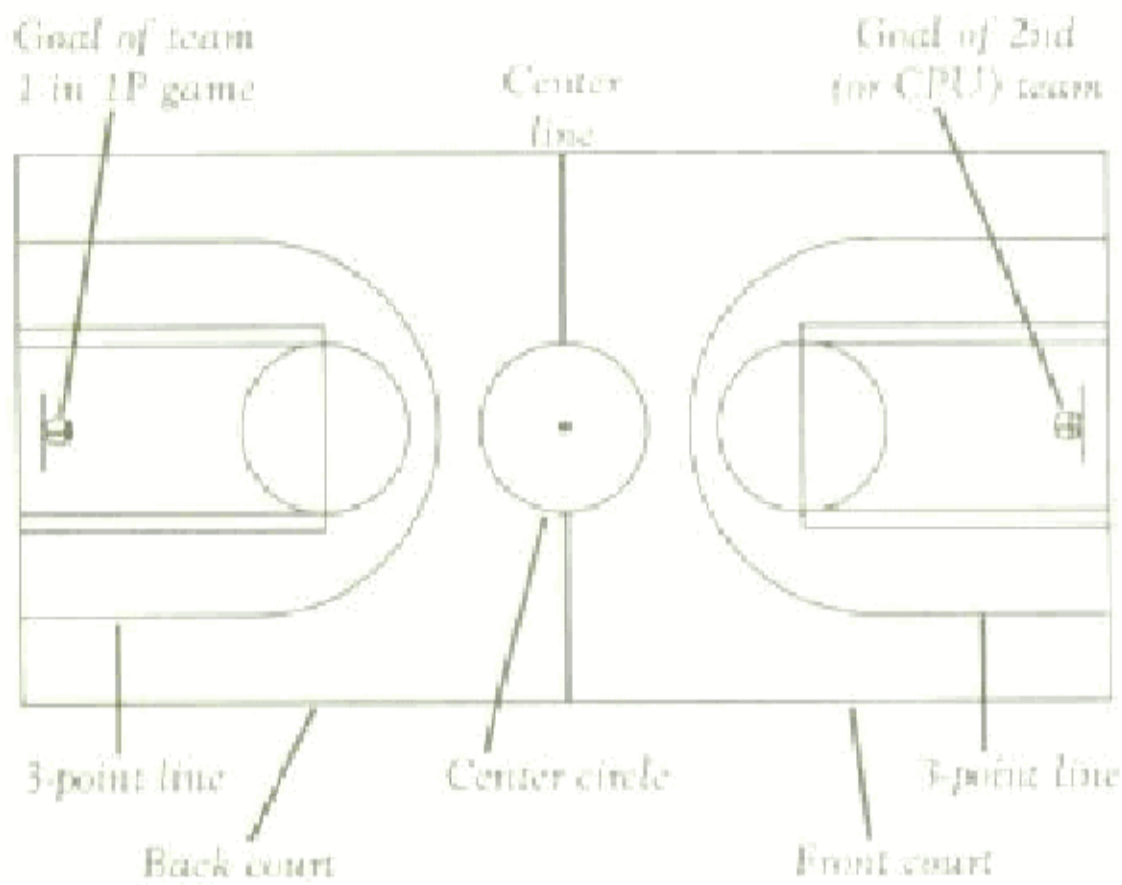
FT%: free throw completion percentage

STEAL: Number of steals made

By pressing the START button, you can leave the statistics screen.

Note: Three pointers are counted separately from normal field goals.

The court



Team introductions

Utah

E. MORI and F. CRICK are strong players. The other players are of average ability, making this a strong team.

Minnesota

This is the strongest of all 16 teams, with players of high ability.

San Antonio

L. MILTON is a very strong player. R. PLANT is great at sinking the three-pointer.

Houston

Z. TAYLOR, M. PORWIT and S. VAUGHAN are guards with good shooting skills, making this team strong on outside attacks.

Seattle

This team is fast, but they aren't very physical.

Portland

This team has players of better than normal athletic ability, but they are fairly low on stamina.

Los Angeles

This team is easy to use with average players. The bench is fairly strong—particularly **A. CLARK**.

Phoenix

G. Russel is an exciting player, with offensive power that makes him tough to stop.

Washington

This team has great jumping ability. Although their overall abilities are on the low side, depending on your strategy, these guys can play with the best of teams.

New York

They have the strongest defense. Their offense is very tough. Although they are slow and have poor shooters, their game is under the boards with dunks and rebounds.

New Jersey

They have a good balance of offense and defense. **A. BELEW** is a great shooter, giving the team a strong outside attack.

Boston

Although they are a strong defensive team with strong stealing ability, their movement is fairly slow.

Chicago

S. BOLF and M. GALLO are strong players. Overall, the team has a lack of physical power which makes them weak in a tough, tight game.

Charlotte

Compared to the other teams, Charlotte has an abundance of speed and power. This team is a definite title contender.

Cleveland

All members of the starting lineup are strong 3-point shooters. The problem is, when they're hot, they're hot, and when they're not, they're not.

Atlanta

S. TANGIER is an extremely excellent player, but he's alone on this team. If you keep the ball in his hands, this team can do very well.

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Konami (America) Inc.,
900 Deerfield Parkway,
Buffalo Grove, IL 60089-4510

Printed in Japan

InterGuide